Player Player Player Casino Player Player Figure 1: Player/Game Architecture Player

Figure 2: Player/Host Casino Middleware Architecture

Application Host Casino Game Gaming Protocol Middleware Network Communications Application Player's PC Game

Figure 3: Generic Physical Architecture

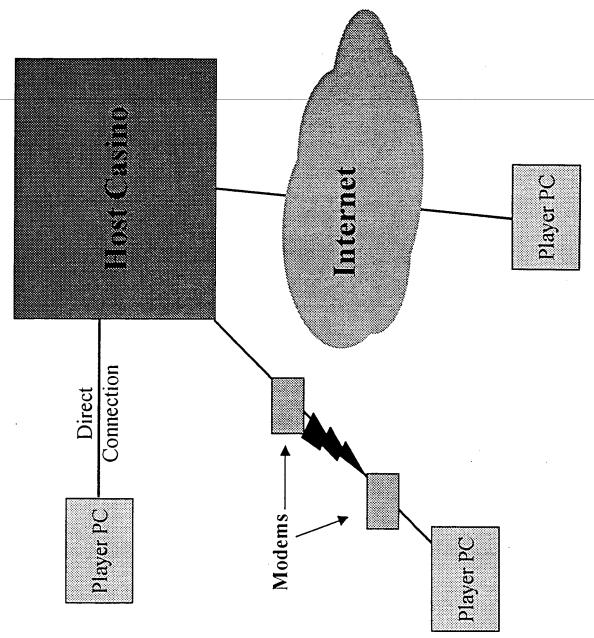


Figure 4: Host Casino Functional Architecture

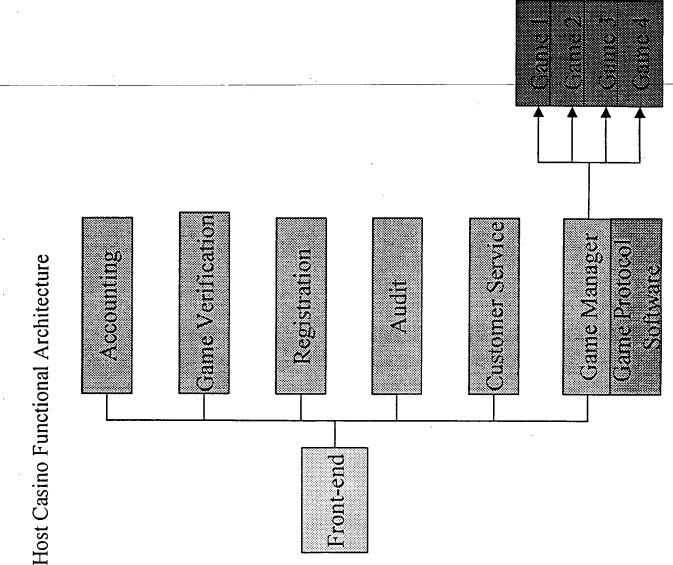
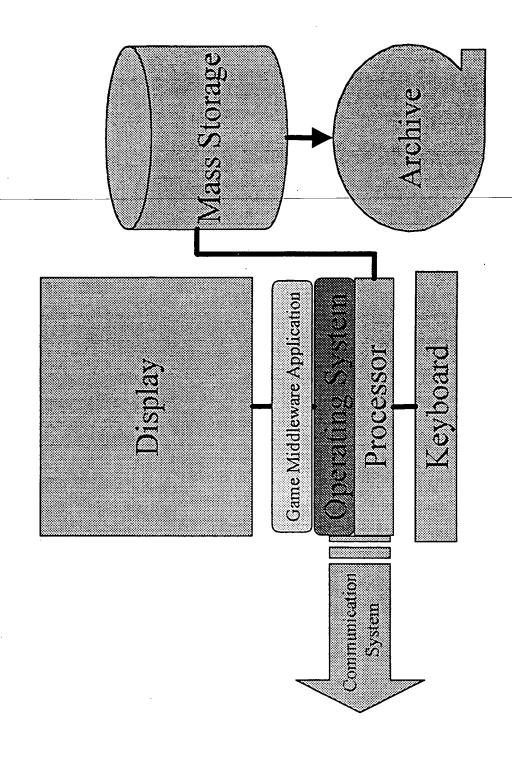
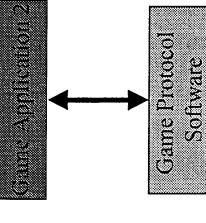


Figure 5: Host Casino Physical Architecture



Selected Game

Jame Verification



Game Application 3

Game Application 1

والإسارة الأسارة والأسارة والأ

Figure 7: Player System Physical Architecture

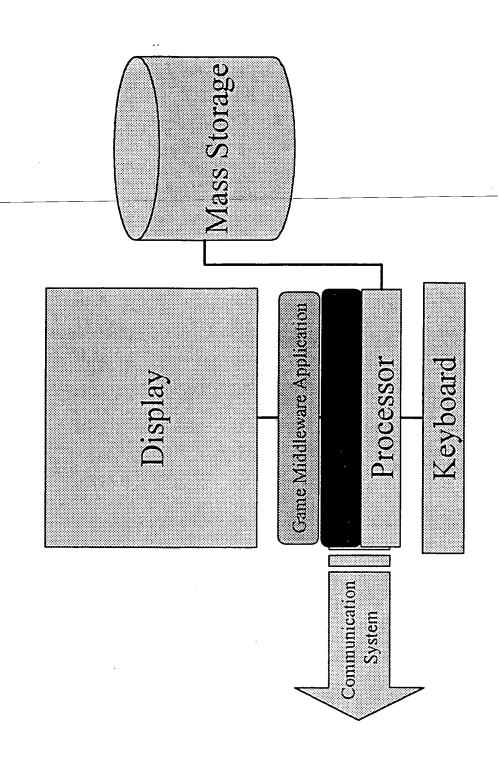


Figure 8: Top-Level Process Relationships

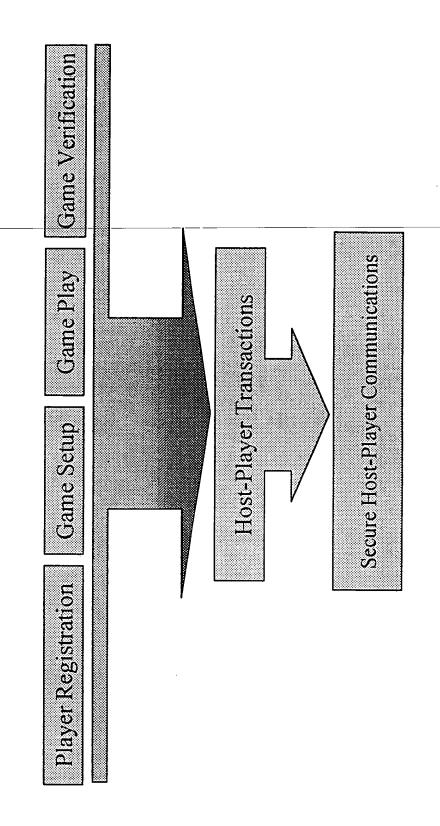


Figure 9: Top-Level Process Relationships

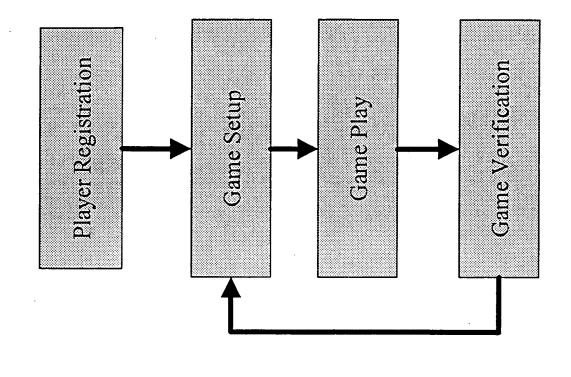


Figure 11: Player Registration Flow-Chart

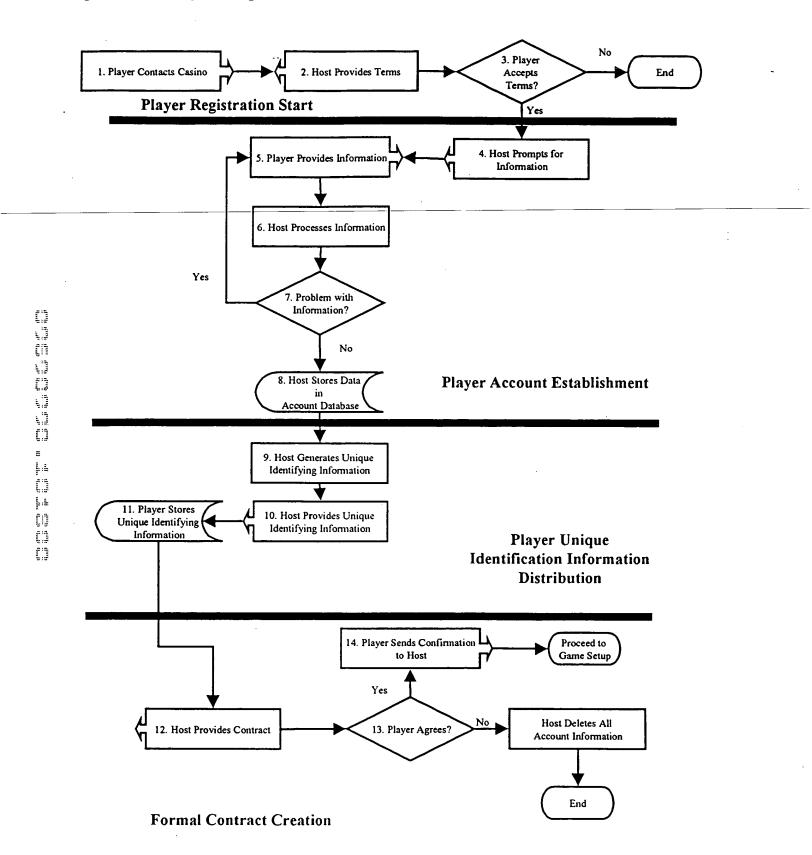


Figure 12: Game Setup Flow-Chart

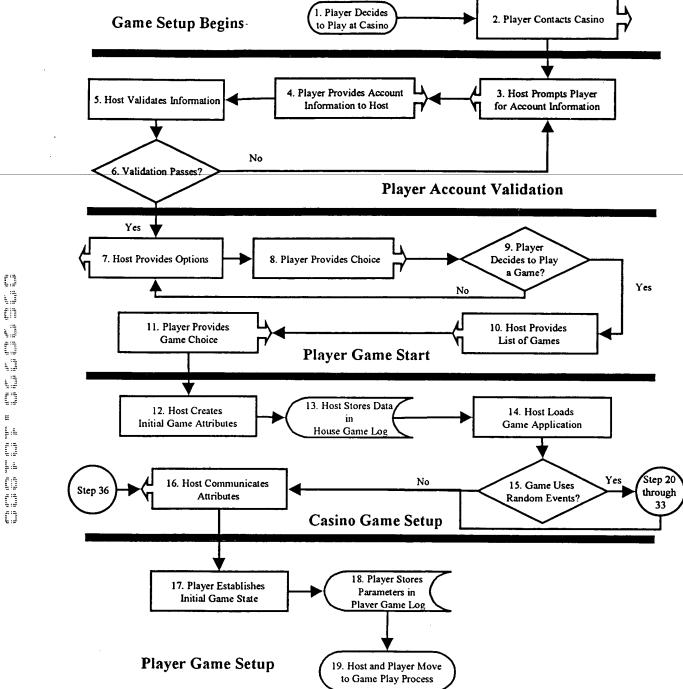
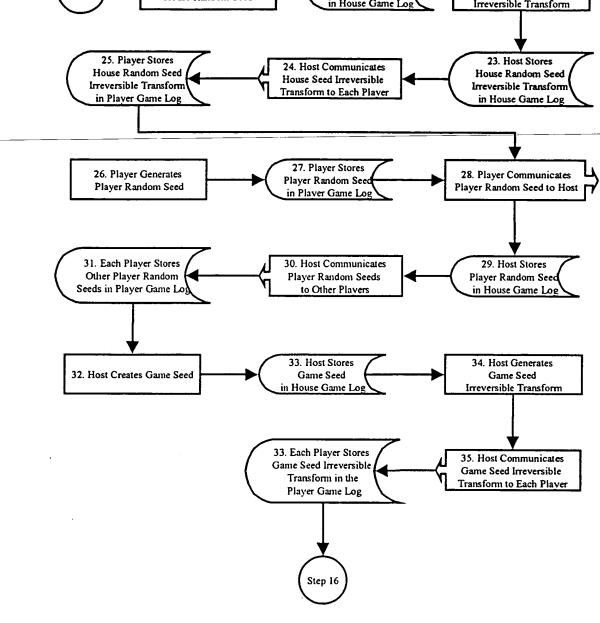


Figure 12: Game Setup Flow-Chart (cont'd)

Cooperative Game Seed Generation 21. Host Stores 22. Host Generates 20. Host Generates House Random Sec House Random Seed House Random Seed in House Game Los Irreversible Transform 25. Player Stores 23. Host Stores 24. Host Communicates House Random Seed House Random Seed



37. Exception Processing

Exception Handling

Step 22

Figure 13: Game Play Flow-Chart (cont'd)

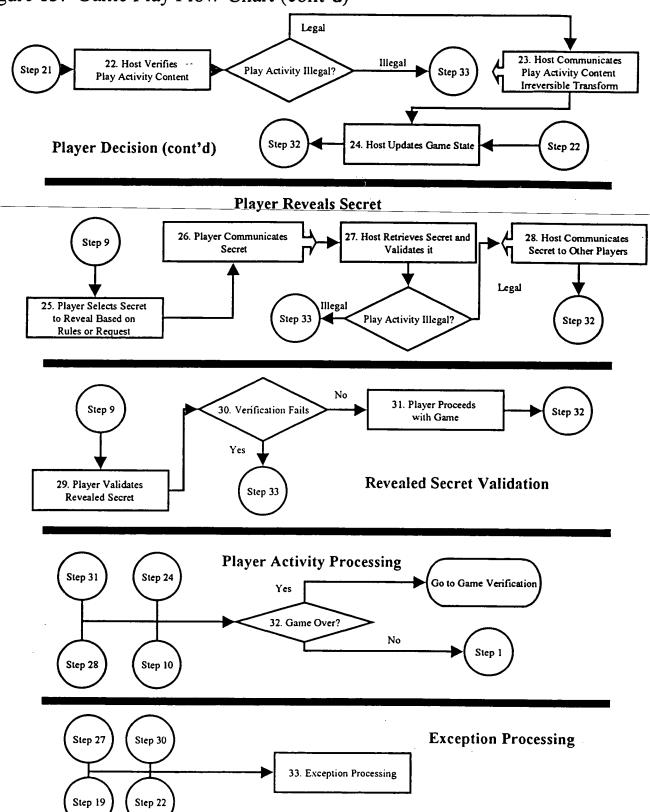
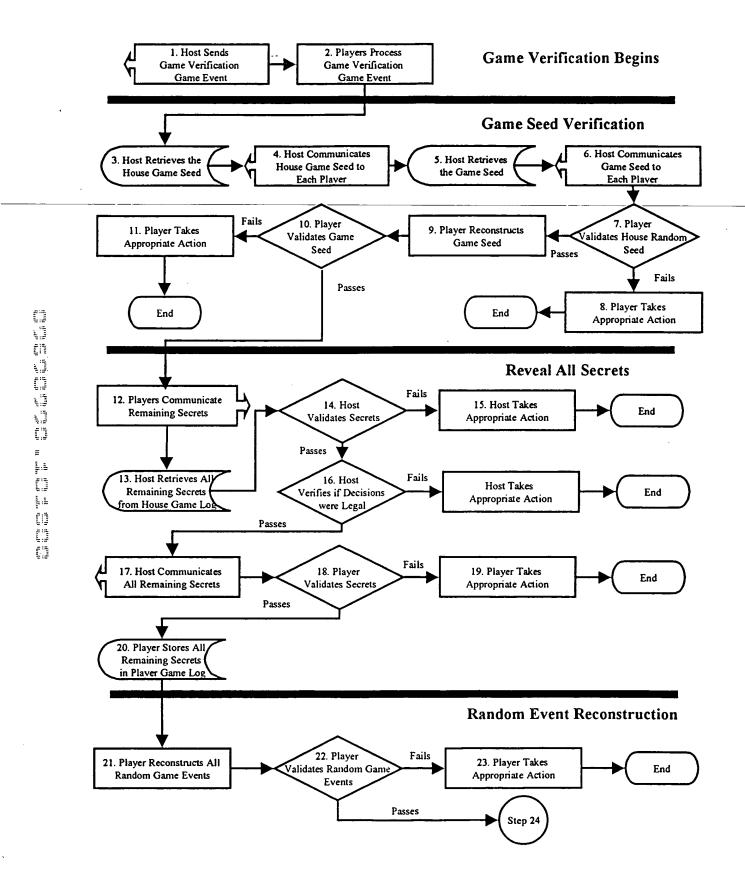


Figure 14: Game Verification Flow-Chart



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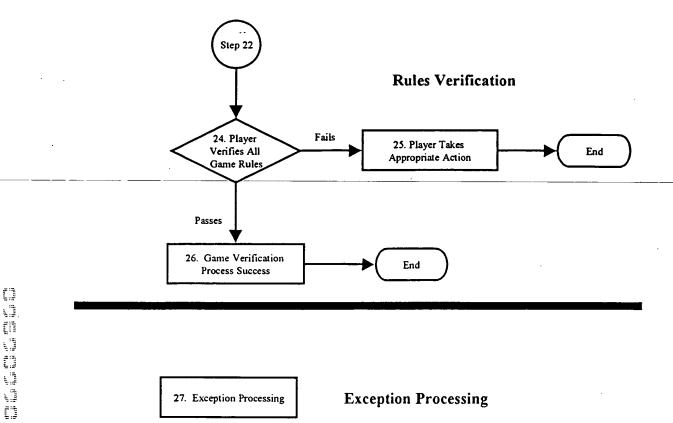
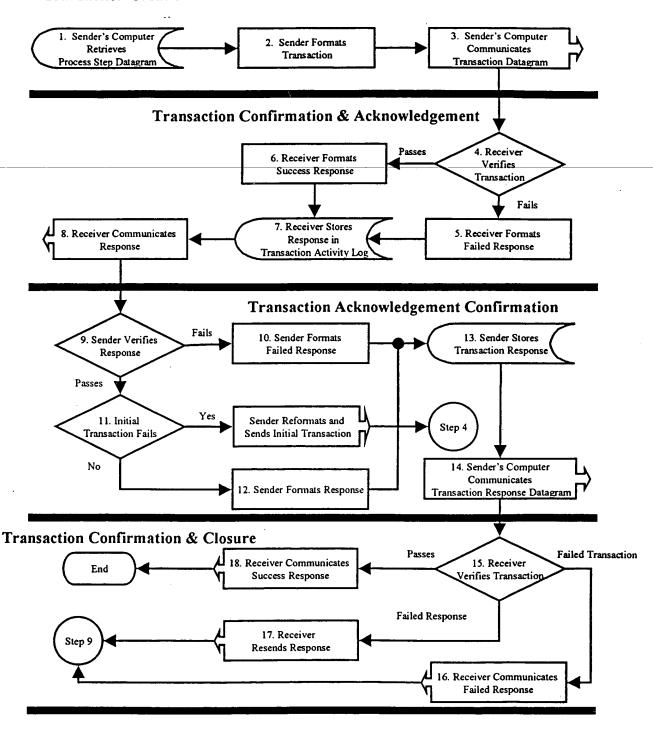


Figure 15: Host-Player Transaction Flow-Chart

Transaction Creation

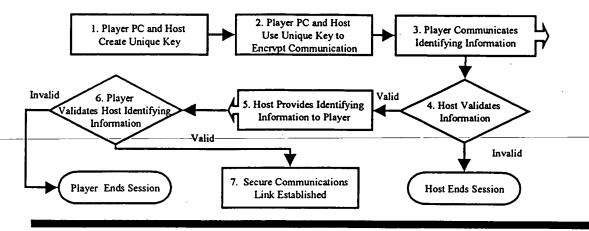


Transaction Sequence Number Distribution

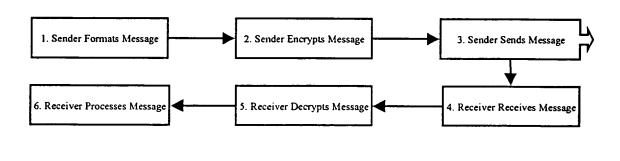
19. Host Casino sends next Transaction Sequence Number

Figure 16: Secure Host-Player Communication Flow-Chart

At beginning of Session at the Casino



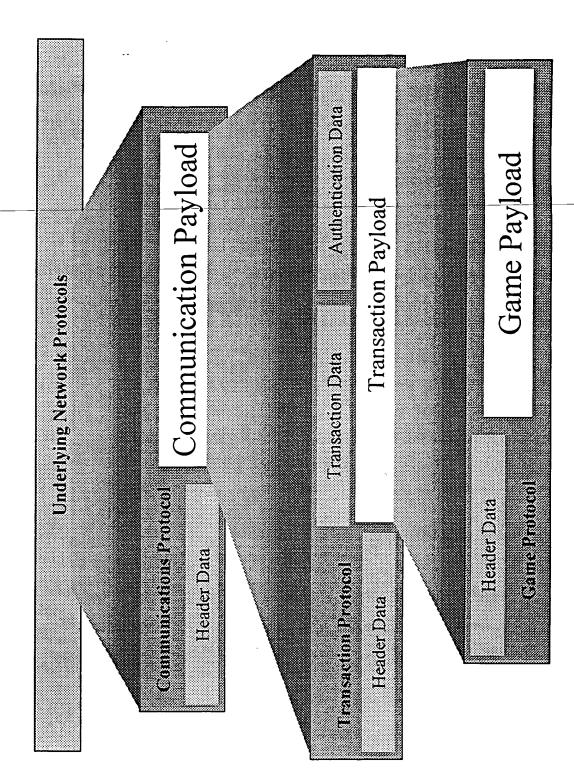
For Each Communication Between Player and Host Casino



Exception Processing

7. Exception Processing

Figure 17. Protocols and Packets



Environments Events Players Figure 18. Generic Game Architecture Rules Decisions